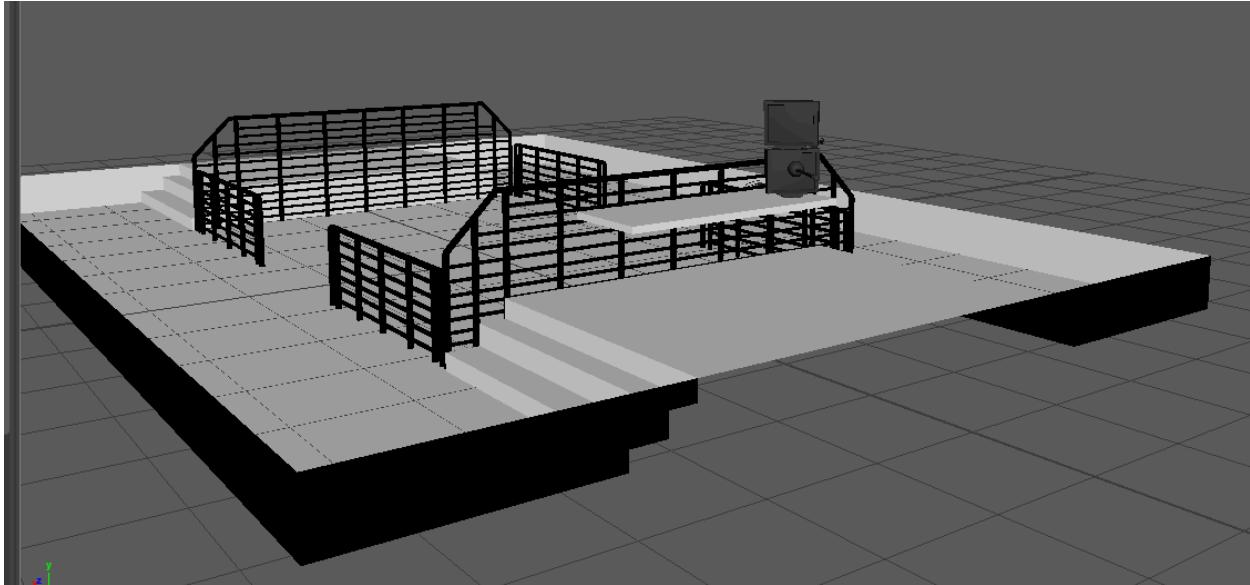
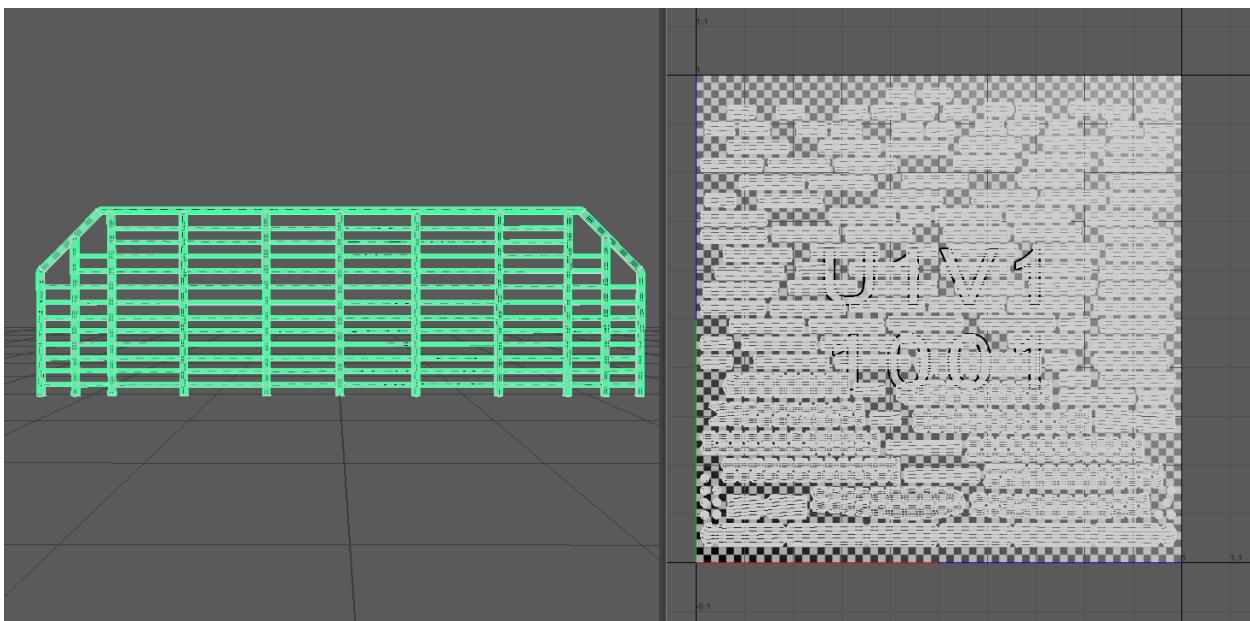
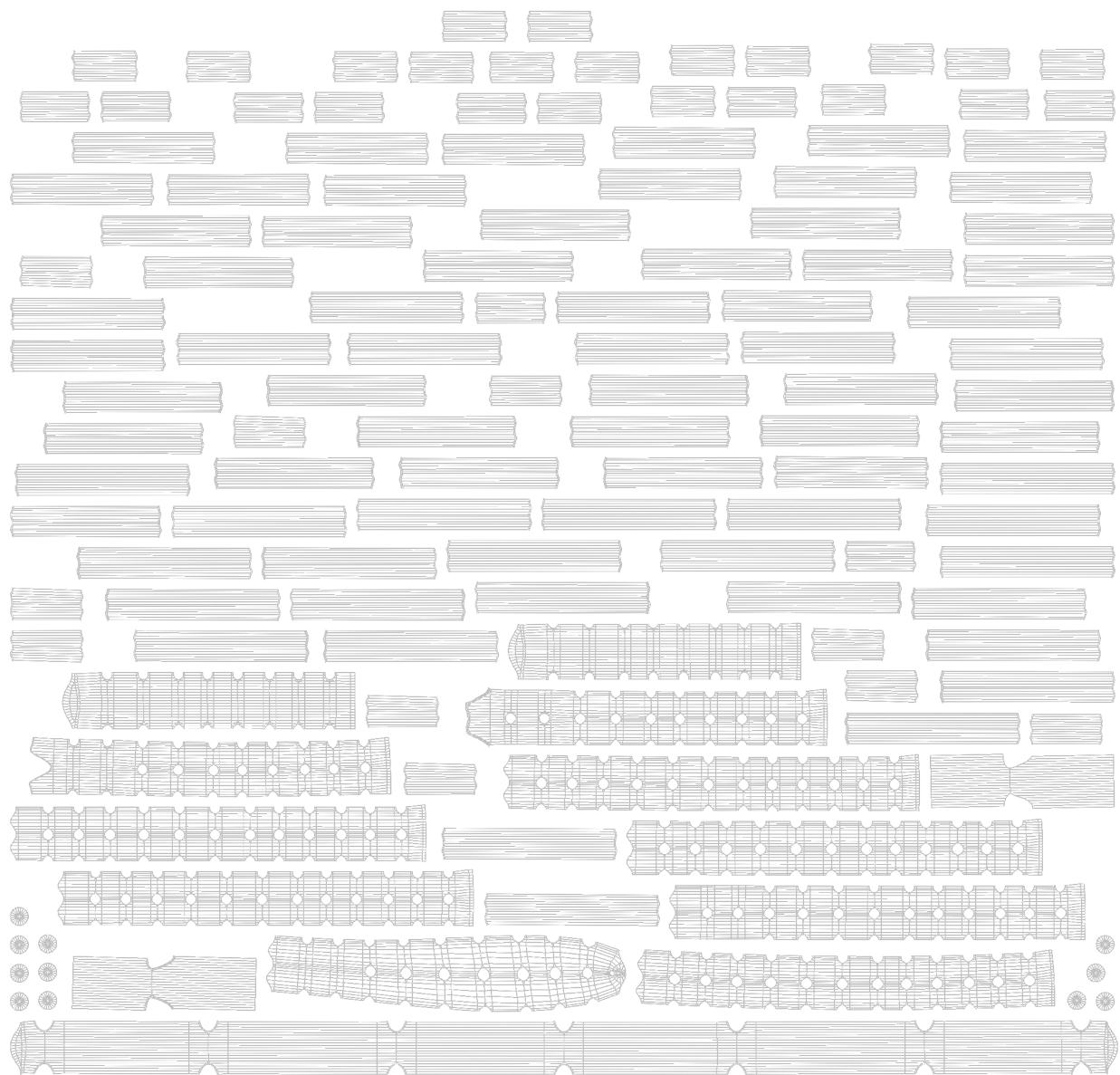


I wanted again to get two objects done this time around, but I once again underestimated how complex trying to properly do these railings really were. The good news is I managed to not only finish the railing WIP from the last lab, but also managed to completely finish the more complex railing partner as well. Both are now properly UV'd and textured.

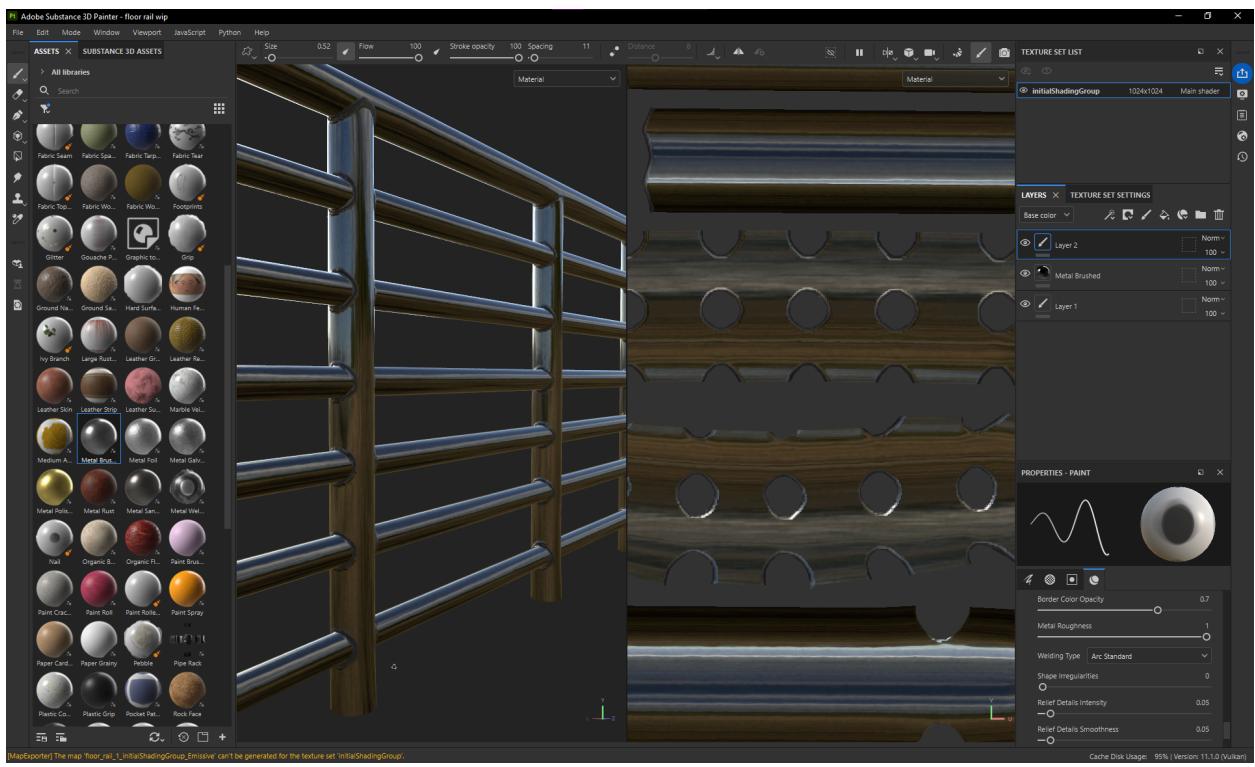


So all the rails are now finally in the scene and done.
And here are the UV's for the new rails.

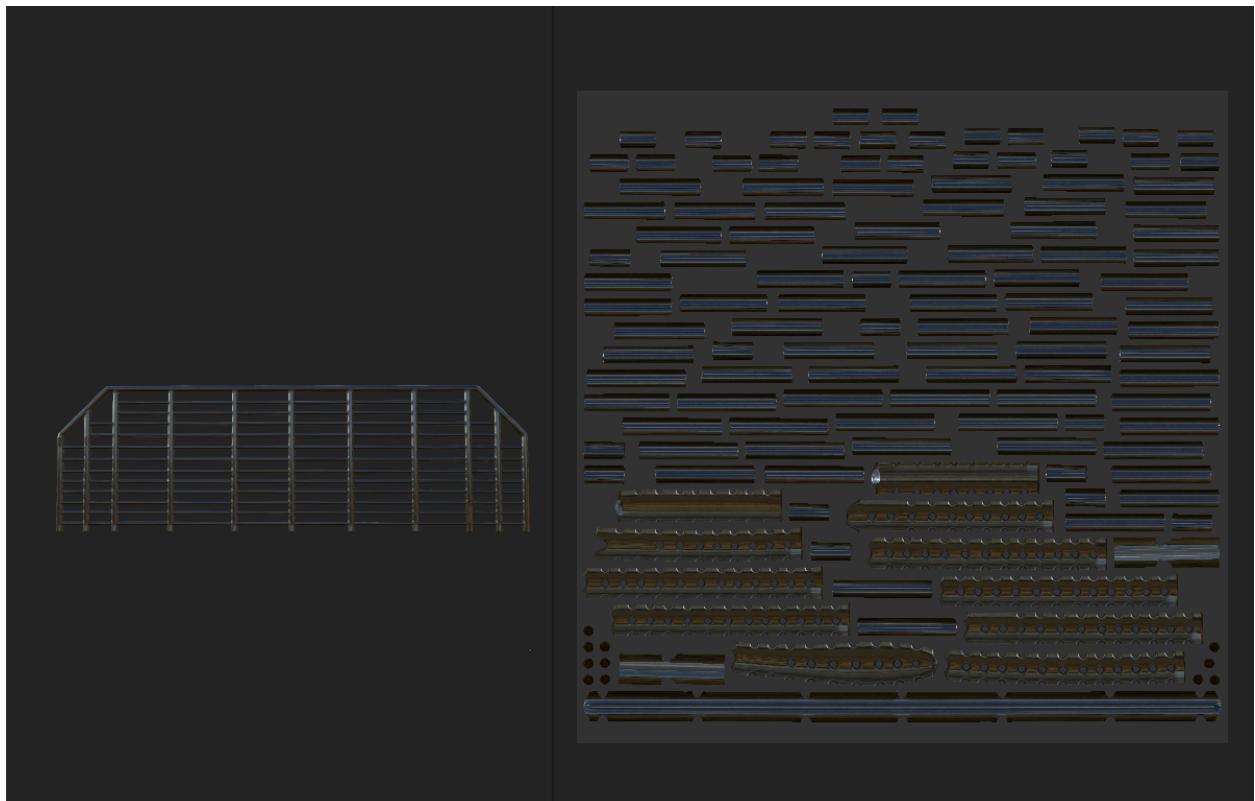




There was one slight error in this UV, but I decided to just work around it.



These are the textures done for the standard rails.



And here is the completed textures for the stair rails.



Next on the docket is the command center desk, then hopefully all following props should be much easier.

Here is my github link:<https://github.com/Squishitron/DAGV-1200-3D-class>